

I CLAIM:

1. An electronic gaming machine comprising;
a primary game including one or more gaming indicia;
5 a secondary game displayed on a video display in communication with said primary game such that said secondary game being activated upon one or more preestablished outcomes defined by the gaming indicia of the primary game;
wherein upon activation of said secondary game the video display displays a blender containing multiple simulated indicators having values or symbols depicted
10 thereon, said multiple simulated indicators being circulated within the blender until one or more of the simulated indicators escape the confines of the blender; and
wherein said values or symbols depicted on the escaped one or more simulated indicators define a secondary game award.
- 15 2. The gaming machine of claim 1 wherein the indicators are in the general shape of ice cubes.
3. The gaming machine of claim 1 wherein the machine further comprises one or more speakers for outputting audible sounds related to the secondary game display.
- 20 4. The gaming machine of claim 1 wherein the values or symbols depicted on the one or more simulated ice cubes are bonus awards or multipliers.
5. The gaming machine of claim 1 wherein the secondary game automatically
25 activates in response to the one or more preestablished outcomes.
6. The gaming machine of claim 1 wherein a jackpot associated with the secondary game comprises multiple indicators escaping in a preestablished order.
- 30 7. An electronic gaming machine comprising;
a primary game including one or more gaming indicia;

a secondary game in the form of a blender, said blender being activated upon one or more preestablished outcomes defined by the gaming indicia of the primary game; wherein upon activation of the blender causes multiple contained award indicators to circulate within the blender until one or more of the award indicators is isolated in proximity to the blender; and wherein said values or symbols depicted on the one or more award indicators define a secondary game award.

8. The gaming machine of claim 7 wherein the award indicators are generally in the shape of cubes.

9. The gaming machine of claim 7 wherein the machine further comprises one or more speakers for outputting audible sounds related to the activation of the blender.

10. The gaming machine of claim 7 wherein the values or symbols depicted on the one or more award indicators include multipliers and bonuses.

11. The gaming machine of claim 7 wherein the circulation of the award indicators is facilitated by an air supply in communication with the blender.

12. The gaming machine of claim 7 wherein the award indicators are isolated in a transparent cap of a blender lid.

13. The gaming machine of claim 12 wherein the cap of the blender lid is in communication with a vacuum tube.

14. The gaming machine of claim 13 wherein the vacuum tube includes one or more levers for isolating one or more award indicators.

15. The gaming machine of claim 14 wherein the levers are controlled by a gaming machine processor.

16. The gaming machine of claim 14 wherein a jackpot associated with the secondary game comprises multiple indicators being isolated in a preestablished order.

17. A method of providing a bonus game award comprising the steps of:

5 providing a primary game having one or more gaming indicia;
providing a video display for displaying a bonus game, said video display in communication with said primary game;

activating said bonus game upon one or more preestablished outcomes defined by the gaming indicia of the primary game;

10 wherein activating said bonus game causes the video display to display a blender containing multiple simulated ice cubes having values or symbols depicted thereon, said multiple simulated ice cubes being circulated within the blender causing one or more of the simulated ice cubes escape the confines of the blender; and

15 determining and awarding a bonus game award based on the values or symbols depicted on the simulated ice cubes.

18. The method of claim 17 wherein the blender automatically activates in response to the one or more preestablished outcomes.

20 19. The method of claim 17 wherein a machine interface provides a means for a player to activate the blender.

20. The method of claim 17 further comprising the step of awarding a jackpot associated with the secondary game in response to multiple indicators escaping in a
25 preestablished order.

21. A method of providing a secondary game award comprising the steps of:

providing a primary game having one or more gaming indicia;

providing a blender in communication with said primary game;

30 activating said blender upon one or more preestablished outcomes defined by the gaming indicia of the primary game;

wherein activating said blender causes multiple award indicators having values or symbols depicted thereon to circulate within the blender;
isolating one or more of the award indicators; and
determining and awarding a bonus game award based on the values or symbols depicted on the isolated award indicators.

22. The method of claim 21 wherein the circulation of the award indicators is facilitated by an air supply in communication with the blender.

23. The method of claim 21 wherein the award indicators are generally in the shape of cubes.

24. The method of claim 21 wherein one or more speakers output audible sounds related to the activation of the blender.

25. The method of claim 21 wherein the award indicators are isolated in a transparent cap of a blender lid.

26. The method of claim 21 wherein the award indicators are isolated in a transparent tube in communication with the blender.

27. The gaming machine of claim 26 wherein the cap of the blender lid is in communication with a vacuum tube.

28. The gaming machine of claim 27 wherein the vacuum tube includes one or more levers for capturing one or more award indicators.

29. The gaming machine of claim 28 wherein the levers are controlled by a gaming machine processor.

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30. The method of claim 21 wherein the blender automatically activates in response to the one or more preestablished primary game outcomes.

5 31. The method of claim 21 wherein a machine interface provides a means for a player to activate the blender.

32. The method of claim 21 further comprising the step of awarding a jackpot associated with the secondary game in response to multiple indicators being isolated in a preestablished order.